1530 pts *(34.00 %)* **1074 pts** *(24.00 %)* 1126 pts *(25.00 %)* 382 pts *(8.00 %)*
Characters **Core** **Special** **Aves**
(40 Max) (25 Least) (0 NoLimit) (35 Max)

Characters

MAW OF AKAAN
Maw of Akaan - *Gigantic - Beast - 150x100*

860 POINTS

Global	Adv	Mar	Dis		Model Rules
	7"	14"	9		**Wizard Apprentice, Fearless, Supernal, Dominion of Gluttony**

Defensive	HP	Def	Res	Arm	
	9	5	5	0	**Aegis (5+, against Magical Attacks), Fortitude (5+), Devour**

Offensive	Att	Off	Str	Ap	Agi	
Maw of Akaan	6	5	6	2	3	**Hand Weapon**

Options	General • Greater Dominion • Wizard Master • Witchcraft

KUULIMA'S DECEIVER #1
Kuulima's Deceiver - *Standard - Beast - 25x25*

460 POINTS

Global	Adv	Mar	Dis		Model Rules
	5"	10"	9		**Wizard Apprentice, Fear, Light Troops, Fearless, Supernal, Protean Magic , Dominion of Envy**

Defensive	HP	Def	Res	Arm	Aeg	
	4	6	5	0	5+	

Offensive	Att	Off	Str	Ap	Agi	
Kuulima's Deceiver	1	6	5	2	5	**Poison Attacks, Know Thyself, Hand Weapon**

Options	Wizard Adept • Thaumaturgy • Piercing Spike • Venom Sacs

HARBINGER OF FATHER CHAOS #1
Harbinger of Father Chaos - *Standard - Beast - 25x25*

210 POINTS

Global	Adv	Mar	Dis		Model Rules
	5"	10"	8		**Light Troops, Fearless, Supernal**

Defensive	HP	Def	Res	Arm	Aeg	
	3	5	4	0	4+	

Offensive	Att	Off	Str	Ap	Agi	
Harbinger	3	5	5	2	5	**Hand Weapon**

Options	Battle Standard Bearer

Core

LEMURES #1
Lemures **x19** - *Standard - Beast - 25x25*

509 POINTS

Global	Adv	Mar	Dis		Model Rules
	4"	8"	7		**Scoring, Fearless, Supernal**

Defensive	HP	Def	Res	Arm	Aeg	
	1	3	5	0	5+	**Parry**
Offensive	Att	Off	Str	Ap	Agi	
Lemures	1	3	3	0	2	

Options	Standard Bearer • Musician • Champion • Venom Sacs

Succubi #1
Succubi **x20** - *Standard - Beast - 25x25*

565 POINTS

Global	Adv	Mar	Dis		Model Rules
	5"	10"	7		**Scoring, Fearless, Supernal**
Defensive	HP	Def	Res	Arm	Aeg	
	1	4	3	0	5+	
Offensive	Att	Off	Str	Ap	Agi	
Succubi	3	4	3	1	5	**Talon Scythes**

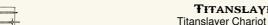| Options	Standard Bearer • Musician • Champion • Smothering Coils

Special

Threshing Engine of Legion #1
Threshing Engine of Legion - *Large - Construct - 150x100*

335 POINTS

Global	Adv	Mar	Dis		Model Rules
	10"	10"	7		**Fearless, Swiftstride, Supernal, Colossal Stature**
Defensive	HP	Def	Res	Arm	Aeg	
	8	4	4	0	5+	**Hard Target (1, 1)**
Offensive	Att	Off	Str	Ap	Agi	
Tillers(4)	2	4	3	3	3	
Draft Beasts(4)	1	3	3	0	3	**Harnessed**
Chassis		4	3			**Inanimate, Impact Hits (4D3, 4D3)**

Options	Standard Bearer • Whipcrack Tail

Titanslayer Chariot #1
Titanslayer Chariot - *Large - Construct - 50x100*

235 POINTS

Global	Adv	Mar	Dis		Model Rules
	7"	7"	8		**Fearless, Swiftstride, Supernal, Mountain Breaker**
Defensive	HP	Def	Res	Arm	Aeg	
	4	4	5	0	5+	
Offensive	Att	Off	Str	Ap	Agi	
Myrmidon(2)	1	5	5	1	4	**Devastating Charge**
Chthonic Machinator	3	3	6	3	3	**Harnessed**
Chassis		7	2			**Inanimate, Impact Hits (D3+1, D3+1)**

Options	Standard Bearer • Centipede Legs

Mageblight Gremlins #1
Mageblight Gremlins **x4** - *Standard - Beast - 40x40*

301 POINTS

Global	Adv	Mar	Dis		Model Rules

Global	Adv	Mar	Dis		Model Rules
	5"	10"	6		Light Troops, Fearless, Skirmisher, Supernal, Veil Stalker

Defensive	HP	Def	Res	Arm	Aeg	
	4	3	3	0	5+	Hard Target (1, 1)

Offensive	Att	Off	Str	Ap	Agi	
Mageblight Gremlin	5	3	2	0	2	Poison Attacks, Spell Craving

Options		Venom Sacs

SIRENS #1
Sirens **x5** - *Standard - Cavalry - 25x50*

255 POINTS

Global	Adv	Mar	Dis		Model Rules
	9"	18"	9		Strider, Feigned Flight, Vanguard (12", 12"), Light Troops, Fearless, Supernal, Elusive

Defensive	HP	Def	Res	Arm	Aeg	
	1	5	3	0	5+	Hard Target (1, 1)

Offensive	Att	Off	Str	Ap	Agi	
Siren	2	5	4	1	4	
Symbiotic Steed	1	3	3	0	3	Harnessed

Options	Champion • Musician • Standard Bearer • Roaming Hands

Aves

FURIES #1
Furies **x7** - *Standard - Beast - 25x25*

192 POINTS

Global	Adv	Mar	Dis		Model Rules
	4"	8"	5		Light Troops, Fearless, Skirmisher, Supernal, Fly (10", 20", 10", 20")
	10"	20"			

Defensive	HP	Def	Res	Arm	Aeg	
	1	3	3	0	6+	Hard Target (1, 1)

Offensive	Att	Off	Str	Ap	Agi	
Fury	1	3	4	1	4	Devastating Charge

Options		Red Haze

FURIES #2
Furies **x5** - *Standard - Beast - 25x25*

190 POINTS

Global	Adv	Mar	Dis		Model Rules
	4"	8"	5		Light Troops, Fearless, Skirmisher, Supernal, Fly (10", 20", 10", 20")
	10"	20"			

Defensive	HP	Def	Res	Arm	Aeg	
	1	3	3	0	6+	Hard Target (1, 1)

Offensive	Att	Off	Str	Ap	Agi	
Fury	1	3	4	1	4	Devastating Charge

Options	Mesmerising Plumage

Magics

Racial Trait Spell

Casting	Range	Type	Duration

	Casting	Range	Type	Duration

Spear of Infinity

Mf	4+	24"	Translation missing: en.magic_spell.type_target.Hex, Translation missing: en.magic_spell.type_target.Missile, Translation missing: en.magic_spell.type_target.Damage	Instant

The target suffers 1 hit with Strength 2 [5], Armour Penetration 2, Area Attack (1×5), and [Multiple Wounds (2)].
The hits from Spear of Infinity gain +1 Strength for each other non-Attribute Spell successfully cast in this Magic Phase (including other instances of Spear of Infinity).

Thaumaturgy

Judgement on High: When casting non-Bound Spells from this Path, all Magic Dice that result in '1' must be rerolled. Dice causing a Miscast cannot be rerolled. If a Caster Miscasts when casting a spell from this Path, add a +1 Miscast Modifier.

		Casting	Range	Type	Duration	Effect
5	Wrath of God	12+	96"	Ground	Permanent	Place a counter on the target point. At the end of each subsequent Magic Phase roll a D6; if 1-3 is rolled, add another counter on the same point. If 4-6 is rolled, each unit within (2D6+X)″, where X is equal to the number of counters, suffers 2D6 hits with Strength 5, Armour Penetration 2, and Magical Attacks. If a unit fails a Panic Test forced by the spell, it flees directly away from the marked point. The spell then ends, remove all counters.
4	Cleansing Fire	5+ [8+]	Caster [18"]	[Augment] Focused	Instant	The target gains Breath Attack (Strength D3+2, Armour Penetration 1, Magical Attacks). (Roll the D3 immediately after successfully casting this spell.) [This spell may only target Characters, Champions, and single model units.]
6	Trial of Faith	7+ [10+]	12" [18"]	Hex Missile Damage Focused Direct	Instant	The Caster rolls D3+1 and the target rolls D3. If the Caster's roll is higher, the target suffers a number of hits equal to the difference between their respective rolls. These hits wound automatically with Armour Penetration 10 and Magical Attacks.
2	Smite the Unbeliever	6+ [9+]	24"	Hex	One Turn	Immediately after successfully casting this spell, roll a D6. [Choose which effect to apply when casting the spell.] - If 1-3 is rolled, the target suffers -1 Resilience. - If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration.
1	Hand of Heaven	5+ [8+]	24"	Hex Missile Damage	One Turn	The target suffers D6 [D6+1] hits with Strength D6 [D6+1], Armour Penetration 2 [3], and Magical Attacks.
3	Speaking in Tongues	7+ [7+]	18"	Hex	One Turn	Units with at least one model affected by the spell cannot benefit from Commanding Presence [Rally around the Flag].

Witchcraft

		Casting	Range	Type	Duration	Effect
3	Twisted Effigy	5+ [7+]	36"	Hex	One Turn	The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].
4	The Wheel Turns	8+ [10+]	24"	Hex	One Turn	Melee Attacks made by {and distributed towards} R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by {and allocated against} R&F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers.
5	Will-o'-the-Wisp	8+ [8+]	18"	Universal	One Turn	The target gains Random Movement (2D6 [3D6])
6	Bewitching Glare	8+ [12+]	18"	Hex	One Turn	Melee {and Shooting} Attacks against the target must reroll failed to-wound rolls.
1	Raven's Wing	7+ [9+]	18"	Augment	Instant	The target may perform a 8" [12"] Magical Move and gains Fly and Light Troops until the end of the Player Turn. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.
A	Evil Eye		24"	Universal	One Turn	If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate. If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively. A unit cannot be affected by this spell more than twice in the same Magic Phase.
2	Deceptive Glamour	4+ [6+]	24"	Hex	One Turn	The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.

Model Rules

Aegis:

Colossal Stature: Universal Rule.
The model counts as Gigantic for the purpose of determining the number of Full Ranks.

Devastating Charge: Attacks & Weapons, Melee
A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

Devour: Personal Protection.
For each Health Point loss the model causes with Close Combat Attacks, roll a D6 at the end of the Initiative Step.
For each rolled 4+, the model gains +1 Health Point.
When the model has 18 Health Points, all units within 9″ immediately suffer 2D6 hits with Toxic Attacks, and the model is removed as a casualty

Dominion of Envy: Universal Rule.
The model's Close Combat Attacks allocated towards models equipped with Close Combat Weapons other than Hand Weapons (regardless if they are using them or not) gain +2 Offensive Skill.

Dominion of Gluttony: Universal Rule.
The model must reroll natural to-wound rolls of '1' with its Melee Attacks.

Elusive: Units composed entirely of models with Elusive may declare a Flee Charge Reaction despite being Fearless.

Fear: Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

Feigned Flight: A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

Fortitude: Fortitude is a Special Save . Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks

Hand Weapon: All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

Hard Target:

Harnessed: Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

Impact Hits: At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.
If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

Inanimate: Inanimate - Melee
Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

Know Thyself: Universal Rule.
At the start of the Initiative Step in which the bearer's Close Combat Attacks will be performed, choose one model part from each enemy model in base contact and add their Attack Value Characteristics, excluding any modifiers, to the Attack Value of Kuulima's Deceiver.
At the end of each Round of Combat, the bearer's Attack Value is set to 1.

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.
If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

Mountain Breaker: Universal Rule.
The model gains +2″ Advance Rate when rolling for Charge Range against units that consist entirely of models with Towering Presence in the Charge Phase.
In addition, the model's Impact Hits gain Multiple Wounds (D3, against Towering Presence).

Parry:

Poison Attacks: If the attack successfully hits with a natural to-hit roll of '6', it automatically wounds with no to-wound roll needed. Shooting Attacks using the Hopeless Shot can only automatically wound if the first to-hit roll is a natural '6'. Note that the second to-hit roll must still be successful in order to hit the target. If the attack can be turned into more than one hit (e.g. a hit with Area Attack, Battle Focus, or Penetrating), only a single hit, chosen by the attacker, automatically wounds. All other hits must roll to wound as normal.

Protean Magic: During Spell Selection, the Wizard must select its spells between the Learned Spell 1 of the Paths it has access to and the Hereditary Spell of its army. This rule overrides the Spell Selection rules connected to being Wizard Apprentice, Adept or Master.

Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:
Scoring can be lost during the game:
- A unit that is Fleeing loses Scoring for as long as it if Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

Skirmisher: The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).
Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

Spell Craving: Attack Attribute - Close Combat.
The model can perform up to 3 Supporting Attacks. When determining Combat Score, a side with at least one model with Spell Craving Engaged in Combat adds +X to its side's Combat Score, where X is the number of non-Bound non-Attribute Spells known by enemy Wizards in units in base contact with it.

Strider: The model automatically passes Dangerous Terrain Tests taken due to Terrain.
If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.
Sometimes Strider is linked to a specific type of Terrain, stated in brackets.
In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

Supernal:

Swiftstride: When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

Talon Scythes: Close Combat Weapon.
Attacks made with Talon Scythes ignore Parry and, if allocated towards Standard or Large Infantry, gain a +1 to-hit modifier.

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

Veil Stalker: Universal Rule.
The model follows the rules for Ambush with the following exceptions:
When the unit arrives, the owner may choose to place it within 6″ of an enemy model with Channel (instead of entering the Battlefield from the Board Edge). If so, it cannot perform any Advance Moves this Movement Phase (note that this does not prevent the unit from performing a Reform).

Wizard Apprentice: - Knows 1 spell.
- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.
The Wizard selects its spells as described in Spell Selection
.

Qr codes of your army

Your can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Maw of Akaan	Kuulima's Deceiver #1	Harbinger of Father Chaos #1	Lemures #1	Succubi #1	Threshing Engine of Legion #1	Titanslayer Chariot #1	Mageblight Gremlins #1	Sirens #1	Furies #1	Furies #2